

# RULES REFERENCE

## RULE OF 4:

For all rolls, every die that is 4+ is a Hit, anything else is a Miss.

## SKILLS:

Roll skill die, as well as the skill die of any assisting Slayer. When rolling more than 1 die, keep the higher.

**AGILE:** Dodging, leaping, even cart rolling.

**BRAWN:** Physical work, powering through, intimidating.

**DECEIVE:** Lying, tricking, distracting.

**HUNT:** Hunting, tracking, monster knowledge.

**MEND:** Warding death, stabilizing wounds, medical training.

**NEGOTIATE:** Persuading, diplomacy, compelling.

**STEALTH:** Blending in, keeping quiet, sleight of hand.

**STREETS:** Social circles, navigating the city, purchasing power.

**STUDY:** Perception, reading a scene or person, doing research.

**TACTICS:** Strategic intel, preparing for a foe, reacting to a battle.

## ADVANTAGE:

Roll each die twice and keep the higher result.

## DISADVANTAGE:

Roll each die twice and keep the lower result.

Advantage & Disadvantage cancel each other out.

# COMBAT

## READY ACTION:

All Slayers have a Ready action they take before combat begins.

## TURN ORDER:

Each PC rolls their Speed die. Monsters use Speed scores.

## ROUND:

Begins with the highest Speed and ends after the turn of the lowest Speed.

## TURN:

Slayers may take up to two actions during their turn, as well as a free Move. They may make any combination of these actions, in any order they like, but may not do an action twice.

## MOVE:

Go from one relative distance to the next (e.g. Near to Far, Engaged to Near, etc.). Attack: Unique to class.

## QUICK:

Unique to class.

## SKILL:

Works as a normal skill roll. May provide a bonus effect.

## DOWNED AND DEATH:

If a PC is brought to 0 HP, they are downed. Successful Mend skill roll brings a downed Slayer back to half HP. Downed Slayers who take additional damage are dead.